

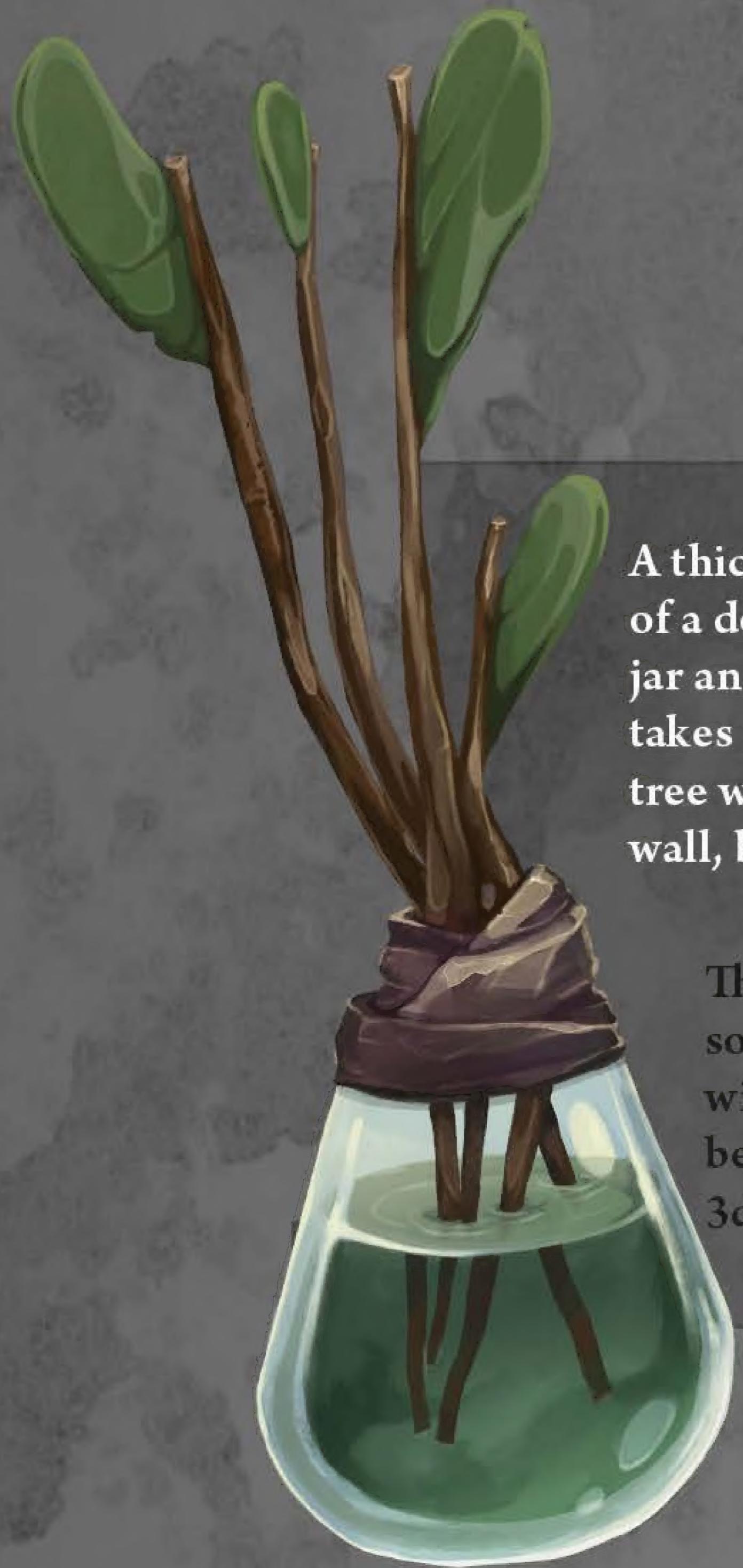
# Split Fate

*Weapon (rapier), legendary (requires attunement)*

A single moment can end a life, the wrong angle, the wrong thrust can cause regret untold. Forged of platinum and iron over an arcane timeless flame, the arts of crafting these are lost and few of the blades still reside within the material plane. When used, Split Fate threads all futures and cuts with all possibilites with a single strike. Unfortunately for most, their future is heavily laden with failure.

When you attack with this sword, announce whether or not you will twist the handle and reach into fate before rolling to hit.  
One twist: -6 to your attack roll for +12 damage.  
Two twists: -12 to your attack roll for +24 damage.





# Jar of swift twigs

*Wondrous item, rare*

A thick clear juice sloshes within the jar, said to be the holy water of a deepwoods circle of druids. Quickly pulling a twig from the jar and shoving it into dirt the mossy sap gets to work and swiftly takes root. Growing high and fast the twig becomes a mighty tree within an hour. Rising up to give a climber a new path up a wall, blocking a forest trail, or breaking through a tavern floor

This jar has  $1d6 + 3$  twigs, upon using and planting a twig in soft earth, a tree begins to sprout to full grown size instantly without the need of a water or sunlight. The tree type can be determined by the DM and it's full grown size is  $3d10 + 10$  feet tall. Once empty of twigs the liquid can cast **PLANT GROWTH** when drained onto the ground.



# Gnawtooth +1

*Weapon (longsword), common*

The orcs aren't known for subtlety, the raw brute simplicity of the gnawtooth sword professes that perfectly. Created by jamming shards of iron, steel or whatever else metal lying about the warfields they hinge and shift on rough bolts, shifting back and forth like rotten teeth in a jaw. When driven into an opponent and sawed back and forth the shards lodge themselves within the armor and flesh, freeing the warriors hands to wield new weapons while the gnawtooth continues to grind with every movement.

On a successful hit you can choose to grind the weapon into your target dealing an additional  $d4+2$  damage. Once the sword is embedded it deals an additional  $d4$  damage each subsequent turn but is then unsuable to you, allowing the use of a second weapon if you choose. The weapon can be removed by you or the target on a DC10 strength save, dealing an additional  $d4+2$  damage upon removal.

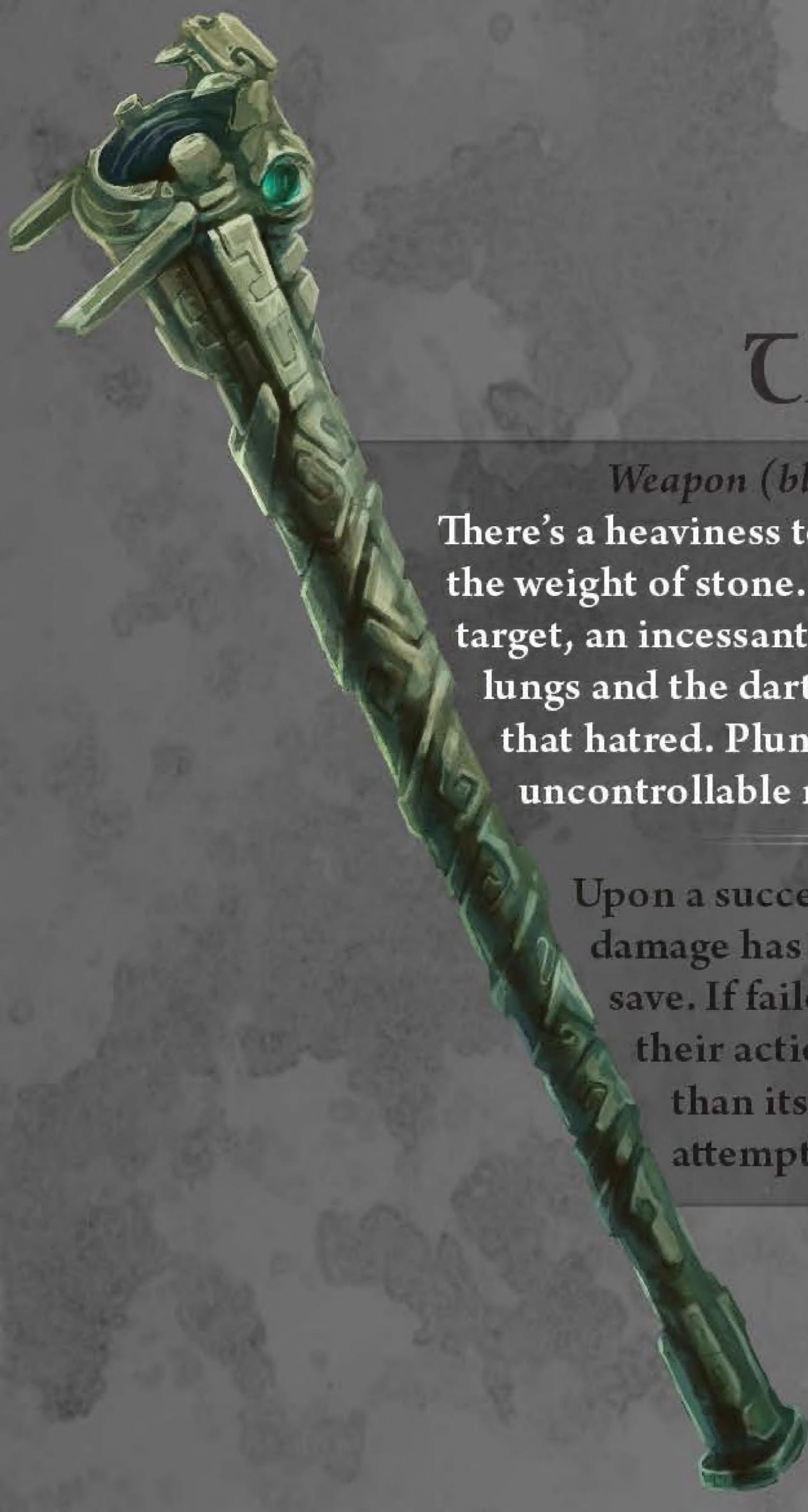
# Planar Briar Burrs

*Wonderous item, very rare*



Like any burrs these easily tangle within hair and fabric, unlike regular burrs these are harvested from the floating briar bushes in the shifting chaotic plane of Limbo. When attached onto a person or medium sized object the burrs gently lift them off the ground.

Inside this cloth bag are  $2d6+2$  burrs, if thrown or placed on a material that would otherwise catch burrs, the target will react as if **LEVITATE** was cast upon the it within 6 seconds. Although no control over it's altitude or direction can be given and the target floats at a height of 20 feet



# Cxotl's Rage

*Weapon (blowdart), legendary (requires attunement)*

There's a heaviness to this long jadeite carved blowpipe, moreso than simply the weight of stone. Placing the pipe to one's lips and pointing this at their target, an incessant hate overwhelms the bearer. When the air leaves their lungs and the dart travels through the long stone pipe the dart embodies that hatred. Plunging into the victim it will infecting them with an uncontrollable rage.

Upon a successful attack with this blowdart against a humanoid, after damage has been dealt the target must succeed on a DC15 wisdom save. If failed, a mindless rage engulfs the target and they must use their action to make a melee attack on the nearest creature other than itself. Each subsequent turn the target must attempt attempt the DC 15 wisdom saving throw to control themselves.